Web Results **1 - 10** of about **460,000** for **hybrid peer to peer**. (**0.12** seconds)

[PDF] Comparing **Hybrid Peer-to-Peer** Systems
File Format: PDF/Adobe Acrobat - View as HTML
Comparing **Hybrid Peer-to-Peer** Systems. Beverly Yang. Hector Garcia-Molina. Stanford University. Stanford, CA, USA. byang, hector @cs.stanford.edu. Abstract ...
www.vldb.org/conf/2001/P561.pdf - Similar pages

Peer-to-peer - Wikipedia, the free encyclopedia
There also exist countless **hybrid peer-to-peer** systems:. Has a central server that keeps information on peers and responds to requests for that information. ...
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Hybrid peer-to-peer architectures use special nodes to provide ... resource selection and document retrieval to **hybrid peer-to-peer**. networks. ...
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[PDF] An Advanced **Hybrid Peer-to-Peer** Botnet
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designs that could be developed by botmasters in the near future. In this paper, we present the design of an advanced **hybrid peer**-. to-**peer** botnet. ...
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File Format: PDF/Adobe Acrobat - View as HTML
A **hybrid peer-to-peer** search network combines an. unstructured flooding network with a structured. Distributed Hash Table (DHT)-based global index [1,2]. ...
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[PDF] Mutual Anonymity Protocols for **Hybrid Peer-to-Peer** Systems
File Format: PDF/Adobe Acrobat - View as HTML
In a **hybrid peer-to-peer** (P2P) system, some operations. are intentionally centralized, such as indexing of peers' files. We present several protocols to ...
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Arasu, Arvind; Cho, Junghoo; Garcia-Molina, Hector; Paepcke ...
One can also devise a **hybrid** hashed-log organization, where storage is divided into large sequential \extents," as opposed to buckets that fit in memory. ...
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[PDF] Building a Large and Efficient **Hybrid Peer-to-Peer** Internet ...
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We have proposed a **hybrid peer-to-peer** Web caching. management framework, called browsers-aware caching (see. [37] and [39]). In this paper, we present its ...
www.zib.de/andrzejak/my-papers/XiaoZhangAndrzejak-P2P%20Internet%20Caching%20System.pdf - Similar pages

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1 Information retrieval session 4: general retrieval issues I: Content-based retrieval in hybrid peer-to-peer networks
Jie Lu, Jamie Callan
November 2003 **Proceedings of the twelfth international conference on Information and knowledge management CIKM '03**
Publisher: ACM Press
Full text available: pdf(262.41 KB) Additional Information: full citation, abstract, references, citings, index terms

Hybrid peer-to-peer architectures use special nodes to provide directory services for regions of the network ("regional directory services"). Hybrid peer-to-peer architectures are a potentially powerful model for developing large-scale networks of complex digital libraries, but peer-to-peer networks have so far tended to use very simple methods of resource selection and document retrieval. In this paper, we study the application of content-based resource selection and document retrieval to hybri ...

Keywords: content-based, hybrid, peer-to-peer, retrieval, search

2 Distributed/collaborative virtual environments: Peer clustering: a hybrid approach to distributed virtual environments
Alvin Chen, Richard R. Muntz
October 2006 **Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games NetGames '06**
Publisher: ACM Press
Full text available: pdf(205.74 KB) Additional Information: full citation, abstract, references, index terms

This paper proposes a hybrid architecture for distributed virtual environments, utilizing servers alongside peer-to-peer components. Current research into peer-based systems seeks to alleviate resource constraints, but it largely ignores a number of difficult problems, from bootstrapping and persistence to user authentication and system security (i.e., cheat resistance). This work proposes a hybrid architecture that turns the massive scale of the system from a problem into an asset, while sti ...

Keywords: MMO, hybrid architecture, peer-to-peer

3 Peer to peer systems: Borg: a hybrid protocol for scalable application-level multicast

in peer-to-peer networks
Rongmei Zhang, Y. Charlie Hu
June 2003 **Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video NOSSDAV '03**
Publisher: ACM Press

Full text available: pdf(260.27 KB) Additional Information: full citation, abstract, references, citings, index terms

Multicast avoids sending repeated packets over the same network links and thus offers the promise of supporting multimedia streaming over wide-area networks. Previously, two opposite multicast schemes -- forward-path forwarding and reverse-path forwarding -- have been proposed on top of structured peer-to-peer (p2p) overlay networks. This paper presents Borg, a new scalable application-level multicast system built on top of p2p overlay networks. Borg is a hybrid protocol that exploits the asymme ...

Keywords: application-level multicast, group communication, peer-to-peer, scalability

4 Poster session: Supporting arbitrary queries in peer-to-peer networks using hybrid routing
Vivek Sawant, Jasleen Kaur
October 2005 **Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**
Publisher: ACM Press
Full text available: pdf(32.73 KB) Additional Information: full citation, abstract

The Peer-to-Peer (P2P) service model is being intensely explored for creating scalable and robust designs for decentralized Internet-scale applications. A lookup service for finding resources within a P2P network is one of the key services in the model. Lookup queries in P2P applications can be *precise* queries based on resource identifiers or *imprecise* ones involving keywords or attributes associated with resources. Some recent P2P designs have tried to leverage the efficient key-b ...

5 A scaleable event infrastructure for peer to peer grids
Geoffrey Fox, Shrideep Pallickara, Xi Rao
November 2002 **Proceedings of the 2002 joint ACM-ISCOPE conference on Java Grande JGI '02**
Publisher: ACM Press

Full text available: pdf(400.08 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we propose a peer-to-peer (P2P) grid comprising resources such as relatively static clients, high-end resources and a dynamic collection of multiple P2P subsystems. We investigate the architecture of the messaging and event service that will support such a hybrid environment. We designed a distributed publish-subscribe system NaradaBrokering for XML specified messages. NaradaBrokering interpolates between centralized systems like JMS (Java Message Service) and P2P environments. Her ...

Keywords: JXTA, P2P systems, event distribution systems, grid computing, middleware

6 An analytical study of peer-to-peer media streaming systems
Yi-Cheng Tu, Jianzhong Sun, Mohamed Hefeeda, Sunil Prabhakar
November 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 4
Publisher: ACM Press
Full text available: pdf(3.97 MB) Additional Information: full citation, abstract, references, index terms

Recent research efforts have demonstrated the great potential of building cost-effective media streaming systems on top of peer-to-peer (P2P) networks. A P2P media streaming architecture can reach a large streaming capacity that is difficult to achieve in conventional server-based streaming services. Hybrid streaming systems that combine the use of dedicated streaming servers and P2P networks were proposed to build on the advantages of both paradigms. However, the dynamics of such systems and th ...

Keywords: Media streaming, media-on-demand, peer-to-peer

7 Research articles and surveys: Peer-to-peer management of XML data: issues and research challenges

Georgia Koloniari, Evaggelia Pitoura
June 2005 **ACM SIGMOD Record**, Volume 34 Issue 2
Publisher: ACM Press
Full text available: pdf(301.94 KB) Additional Information: full citation, abstract, references, index terms

Peer-to-peer (p2p) systems are attracting increasing attention as an efficient means of sharing data among large, diverse and dynamic sets of users. The widespread use of XML as a standard for representing and exchanging data in the Internet suggests using XML for describing data shared in a p2p system. However, sharing XML data imposes new challenges in p2p systems related to supporting advanced querying beyond simple keyword-based retrieval. In this paper, we focus on data management issues fo ...

8 A survey of peer-to-peer content distribution technologies

Stephanos Androutsellis-Theotokis, Diomidis Spinellis
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4
Publisher: ACM Press
Full text available: pdf(517.77 KB) Additional Information: full citation, abstract, references, citings, index terms

Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. Peer-to-peer architectures are characterized by their ability to adapt to failures and accommodate transient populations of nodes while maintaining acceptable connectivity and performance.Content distribution is an important peer-to-peer application ...

Keywords: Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

9 Affinity to infinity in peer-to-peer knowledge platforms

Amrit Tiwana
May 2003 **Communications of the ACM**, Volume 46 Issue 5
Publisher: ACM Press
Full text available: pdf(109.63 KB) html(19.42 KB) Additional Information: full citation, abstract, references, citings, index terms

Adapting the social paradigm of face-to-face human communication, they promote ad hoc knowledge exchange among peers, leveraging individual expertise at the periphery of the network.

10 Poster session: CTO: concept tree based semantic overlay for pure peer-to-peer information retrieval

Jianming Lv, Xueqi Cheng
November 2007 **Proceedings of the sixteenth ACM conference on Conference on**

information and knowledge management CIKM '07

Publisher: ACM

Full text available: pdf(302.03 KB) Additional Information: full citation, abstract, references, index terms

Inspired by how search behavior works in human society, we propose CTO, a self-organized semantic overlay based on concept tree for P2P IR infrastructure, which is efficient for full text search in pure P2P environment without any central control or powerful peer as hub node. Especially, CTO performs very well on searching the unpopular resources shared by a few peers. In our experiment, while searching for the scarce documents shared by the peers, CTO achieves about 80% recall rate when the ...

Keywords: concept tree, keyword co-occurrences, p2p ir, peer clustering

11 Distributed/collaborative virtual environments: Load-balancing for peer-to-peer networked virtual environment

Hsiu-Hui Lee, Chin-Hua Sun

October 2006 **Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games NetGames '06**

Publisher: ACM Press

Full text available: pdf(163.82 KB) Additional Information: full citation, abstract, references, index terms

The trend of games is online games. Most MMORPGs (Massive Multi-user Online Role Playing Games) we can see today are based on client-server architecture. This causes some disadvantages as follows: the server is very expensive and the failure of the server fails the whole game. Besides, the vendor of a game need to provide several servers to allow more players playing at the same time, but players connect to different servers are in the different virtual environments. This paper provides a pee ...

Keywords: load-balancing, networked virtual environment, peer-to-peer

12 Audio: Peer-to-peer internet telephony using SIP

Kundan Singh, Henning Schulzrinne

June 2005 **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**

Publisher: ACM Press

Full text available: pdf(93.89 KB) Additional Information: full citation, abstract, references, citings, index terms

P2P systems inherently have high scalability, robustness and fault tolerance because there is no centralized server and the network self-organizes itself. This is achieved at the cost of higher latency for locating the resources of interest in the P2P overlay network. Internet telephony can be viewed as an application of P2P architecture where the participants form a self-organizing P2P overlay network to locate and communicate with other participants. We propose a pure P2P architecture for the ...

Keywords: SIP, internet telephony, peer-to-peer

13 XML schemas: integration and translation: A local search mechanism for peer-to-peer networks

Vana Kalogeraki, Dimitrios Gunopulos, D. Zeinalipour-Yazti

November 2002 **Proceedings of the eleventh international conference on Information and knowledge management CIKM '02**

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citings, index

pdf(238.97 KB) terms

One important problem in peer-to-peer (P2P) networks is searching and retrieving the correct information. However, existing searching mechanisms in pure peer-to-peer networks are inefficient due to the decentralized nature of such networks. We propose two mechanisms for information retrieval in pure peer-to-peer networks. The first, the modified Breadth-First Search (BFS) mechanism, is an extension of the current Gnuttela protocol, allows searching with keywords, and is designed to minimize the ...

Keywords: distributed information retrieval, peer-to-peer netwroks

14 System technology: Supporting activity-centric collaboration through peer-to-peer shared objects

Werner Geyer, Jürgen Vogel, Li-Te Cheng, Michael Muller
November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work GROUP '03**
Publisher: ACM Press

Full text available: pdf(366.92 KB) Additional Information: full citation, abstract, references, citings, index terms

We describe a new collaborative technology that is mid-way between the informality of email and the formality of shared workspaces. Email and other ad hoc collaboration systems are typically lightweight and flexible, but build up an unmanageable clutter of copied objects. At the other extreme, shared workspaces provide formal, structured collaboration, but are too heavyweight for users to set up. To bridge this gap between the ad hoc and formal, this paper introduces the notion of "object-centri ...

Keywords: activity-centric collaboration, emerging collaboration, object-centric sharing, peer-to-peer, replication, synchronization

15 Information access and retrieval (IAR): An architecture for information retrieval over semi-collaborating Peer-to-Peer networks

Iraklis A. Klampanos, Joemon M. Jose
March 2004 **Proceedings of the 2004 ACM symposium on Applied computing SAC '04**
Publisher: ACM Press

Full text available: pdf(365.46 KB) Additional Information: full citation, abstract, references, citings, index terms

Peer-to-Peer (P2P) networking is aimed at exploiting the potential of widely distributed information pools and its effortless access and retrieval irrespectively of underlying networking protocols, operating systems of devices. However, prohibiting limitations have been identified and perhaps the most important one is the successful location of relevant information sources and the efficient query routing in large, highly distributed P2P networks. In this paper, a novel, cluster-based architectur ...

16 Paper session 1: An evaluation of a recursive weighing scheme for information retrieval in peer-to-peer networks

Roberto Castiglion, Massimo Melucci
November 2005 **Proceedings of the 2005 ACM workshop on Information retrieval in peer-to-peer networks P2PIR '05**
Publisher: ACM Press

Full text available: pdf(169.47 KB) Additional Information: full citation, abstract, references, index terms

A weighing scheme to rank ultra-peers, peers and documents is evaluated in this paper. The scheme is recursive because its components are instances of the same scheme

accordingly to a hierarchy which models ultra-peers, peers and documents as informative resources. The experimental results bear evidence of the effectiveness of ultra-peer and peer ranking, i.e. visiting top-ranked ultra-peers and peers drives to relevant documents. The best results indicate that about two thirds of the relevant d ...

Keywords: P2P, information retrieval in peer-to-peer networks

17 Traffic characterization: Characterizing the query behavior in peer-to-peer file sharing systems

Alexander Klemm, Christoph Lindemann, Mary K. Vernon, Oliver P. Waldhorst

October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet measurement IMC '04**

Publisher: ACM Press

Full text available: pdf(525.94 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper characterizes the query behavior of peers in a peer-to-peer (P2P) file sharing system. In contrast to previous work, which provides various aggregate workload statistics, we characterize peer behavior in a form that can be used for constructing representative synthetic workloads for evaluating new P2P system designs. In particular, the analysis exposes heterogeneous behavior that occurs on different days, in different geographical regions (i. e., Asia, Europe, and North America) or ...

Keywords: overlay networks, peer-to-peer, synthetic workloads, workload characterization

18 Emerging applications: PPay: micropayments for peer-to-peer systems

Beverly Yang, Hector Garcia-Molina

October 2003 **Proceedings of the 10th ACM conference on Computer and communications security CCS '03**

Publisher: ACM Press

Full text available: pdf(295.35 KB) Additional Information: full citation, abstract, references, citings, index terms

Emerging economic P2P applications share the common need for an efficient, secure payment mechanism. In this paper, we present PPay, a micropayment system that exploits unique characteristics of P2P systems to maximize efficiency while maintaining security properties. We show how the basic PPay protocol far outperforms existing micropayment schemes, while guaranteeing that all coin fraud is detectable, traceable and unprofitable. We also present and analyze several extensions to PPay that furthe ...

Keywords: micropayments, peer-to-peer

19 Similarity search: Emerging semantic communities in peer web search

R. Akavipat, L.-S. Wu, F. Menczer, A.G. Maguitman

November 2006 **Proceedings of the international workshop on Information retrieval in peer-to-peer networks P2PIR '06**

Publisher: ACM Press

Full text available: pdf(963.29 KB) Additional Information: full citation, abstract, references, index terms

Peer network systems are becoming an increasingly important development in Web search technology. Many studies show that peer search systems perform better when a query is sent to a group of peers semantically similar to the query. This suggests that semantic communities should form so that a query can quickly propagate to many

appropriate peers. For the network to be functional, its dynamic communication topology must match the semantic clustering of peers. We introduce two criteria to evaluate ...

Keywords: coverage, global coherence, peer search, semantic locality, small-world networks, topical semantic similarity

20 Workshop on Architecting Dependable Systems (WADS): Availability simulation of peer-to-peer architectural styles

Simon Giesecke, Timo Warns, Wilhelm Hasselbring

May 2005 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 2005 workshop on Architecting dependable systems WADS '05**, Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(230.64 KB) Additional Information: full citation, abstract, references, index terms

This paper addresses the issue of quantitatively investigating availability within peer-to-peer systems. We devise a conceptual framework integrating architectural styles, architectures, and concrete systems. We identify basic characteristics of architectural styles for peer-to-peer systems and give a formal model to describe derived architectures. Architectural descriptions are used as input for simulations to predict the availability of services within real-world systems.

Keywords: architectural style, peer-to-peer techniques, simulation

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Yuemin Liu; Shaozi Li; Hongyi Zhang;
Mechatronics and Automation, Proceedings of the 2006 IEEE International C
25-28 June 2006 Page(s):1441 - 1446
Digital Object Identifier 10.1109/ICMA.2006.257841
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Koo, S.G.M.; Lee, C.S.G.; Kannan, K.;
Computer Communications and Networks, 2004. ICCCN 2004. Proceedings. Conference on
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☐ 3. **A hybrid P2P-based architecture for collaborative engineering design**
Yanjun Shi; Yishou Wang; Hongfei Teng;
Computer Supported Cooperative Work in Design, 10th International Confere
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Digital Object Identifier 10.1109/CSCWD.2006.253105
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Li Xiao; Zhichen Xu; Xiaodong Zhang;
Distributed Computing Systems, 2003. Proceedings. 23rd International Confe
19-22 May 2003 Page(s):68 - 75
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Hybrid peer-to-peer system for network monitoring of field devices

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Volume 3, 4-6 Aug. 2003 Page(s):2818 - 2823 Vol.3
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Thilliez, M.; Delot, T.; Lecomte, S.; Bennani, N.;
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Digital Object Identifier 10.1109/AINA.2003.1192895
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7. **The Ranking Peer for Hybrid Peer-to-Peer Real Time Video Streaming**
Samsudin, A.T.; Herman, N.S.; Awang, M.K.;
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Volume 1, 12-14 Feb. 2007 Page(s):651 - 656
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Xiao, L.; Zhang, X.; Andrzejak, A.; Chen, S.;
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Kumar, P.; Gopalan, S.; Sridhar, V.;
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Jun Li; Xun Kang;
Computer Security Applications Conference, 21st Annual
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Chen Hua; Yang Mao; Han Jinqiang; Deng Haiqing; Li Xiaoming;
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Hughes, D.; Coulson, G.; Warren, I.;
Peer-to-Peer Computing, 2004. Proceedings. Proceedings. Fourth Internatior
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Pilioura, T.; Kapos, G.-D.; Tsalgatidou, A.;
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Mahdy, Ahmed M.; Deogun, Jitender S.; Wang, Jun;
Networking, 2007. ICN '07. Sixth International Conference on
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Zhou, Aoying; Zhang, Rong; Vu, Quang Hieu; Qian, Weining;
Network and Parallel Computing Workshops, 2007. NPC Workshops. IFIP Int
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Parallel and Distributed Processing Symposium, 2007. IPDPS 2007. IEEE Int
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☐ 17. **Difficulty-aware Hybrid Search in Peer-to-Peer Networks**
Chen, Hanhua; Jin, Hai; Liu, Yunhao; Ni, Lionel M.;
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☐ 18. **ISE02-5: Analysis of Large-Scale Hybrid Peer-to-Peer Network Topology**
Xie, Chao; Pan, Yi;
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☐ 19. **A Hybrid P2P Protocol for Real-Time Collaboration**
Ahmed, D.T.; Shirmohammadi, S.;
Enabling Technologies: Infrastructure for Collaborative Enterprises, 2006. WE
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Jing Tie; Hai Jin; Shengli Li; Xuanhua Shi; Hanhua Chen; Xiaoming Ning;
Advanced Information Networking and Applications, 2006. AINA 2006. 20th Ir
Volume 1, 18-20 April 2006 Page(s):999 - 1004
Digital Object Identifier 10.1109/AINA.2006.263

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Guangzhong Sun; Guoliang Chen; Junmin Wu;
Parallel and Distributed Computing, Applications and Technologies, 2005. PD
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